

THE PILOT 11



FIVE MINUTE BREAK
HARDY FOWLER

PROXY406

BECAUSE SOMETIMES... *BIGGER IS BETTER*

The Pilot

Level	Proficiency Bonus	Features	Aegis-Unit Augmentations	Signature Weapon System Dice	Arcane Barrier Activations
1st	+2	Hands on the Wheel, Aegis-Unit	-	-	1
2nd	+2	Aegis-Unit Augmentations, Signature Weapon System	2	2	1
3rd	+2	Callsign Feature	2	2	1
4th	+2	Ability Score Improvement	2	2	1
5th	+3	Hair Trigger	3	3	2
6th	+3	Beam Weapons, Tactical Drone	3	3	2
7th	+3	Callsign Feature	4	3	2
8th	+3	Ability Score Improvement	4	4	2
9th	+4	Satellite Uplink	5	4	2
10th	+4	Callsign Feature	5	4	2
11th	+4	Neutrino Core, Jump Drive	6	5	3
12th	+4	Ability Score Improvement	6	5	3
13th	+5	Evasive Maneuvers	7	5	3
14th	+5	Callsign Feature	7	6	3
15th	+5	One With The Machine, Improved Jump Drive	8	6	3
16th	+5	Ability Score Improvement	8	6	3
17th	+6	Callsign Feature	9	7	4
18th	+6	Emergency Ejection, Neutrino Core (x2)	9	7	4
19th	+6	Ability Score Improvement	10	7	4
20th	+6	Ace Pilot	10	8	4

CLASS FEATURES

As a Pilot, you gain the following class features

HIT POINTS

Hit Dice: 1d8 per pilot level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per pilot level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Martial weapons, simple weapons

Tools: Navigators Tools, Smiths Tools

Saving Throws: Dexterity, Intelligence

Skills: Choose two from Acrobatics, History, Investigation, Nature, Persuasion, Stealth, Medicine, Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) scale mail or (b) leather armor
- (a) a martial weapon and a shield or (b) two martial weapons
- (a) a light crossbow and 20 bolts or (b) two handaxes
- (a) smiths tools and a dungeoneer's pack

OPTIONAL RULE: FIREARM PROFICIENCY

The secrets of gunpowder weapons have been discovered in various corners of the D&D multiverse. If your Dungeon Master uses the rules on firearms in the Dungeon Master's Guide, your Pilot is proficient with them.

HAND ON THE WHEEL

You gain proficiency with land, sea and sky vehicles, and you double your proficiency bonus to any ability check made while piloting a vehicle.

While piloting a vehicle you gain the following benefits:

- Difficult terrain doesn't slow your group's travel.
- You can move stealthily at a normal pace.
- Mounting or dismounting a vehicle costs only 5 feet of movement, rather than half your speed.
- You can apply your proficiency bonus to a vehicle's AC and saving throws made that target a vehicle you're piloting.
- You Have advantage on Wisdom (perception) checks while piloting a vehicle.
- You can attune and pilot a Spelljamming Helm without being a spellcaster.

WORKSHOPS
ALEKSEY LITVISHKOV



AEGIS-UNIT

At 1st level, you are able to access the best technology has to offer, a massive piloted mechanical object known as a Aegis-Unit. You choose its form, however, a Aegis-Unit is akin to a large animated suit of armor in which you are enclosed within.

During a long rest, you can turn a suit of armor into a Aegis-Unit provided you have smith's tools in hand and remain within 10 feet of it for 1 hour.

While piloting your Aegis-Unit, you gain the following benefits:

- You are proficient with this suit of armor until it's removed. If the armor normally has a Strength requirement, the Aegis-Unit lacks this requirement for you.
- The Armors size doubles in all dimensions, and its weight is multiplied by eight. Your Aegis-Unit occupies a 10 feet cube. While piloting your Aegis-Unit, you are considered Large if you are smaller than Large.
- When you make an ability check or saving throw using Strength, you can use your Intelligence modifier instead.
- You have disadvantage on Dexterity (Stealth) checks and your walking speed becomes 25 feet.
- Your AC equals the AC of the armor used to create your Aegis-Unit.
- Your Aegis-Unit covers your entire body and you can't be removed from it against your will. The Aegis-Unit replaces any missing limbs, functioning identically to a body part it is replacing.
- You can don or doff your Aegis-Unit as an action.

AEGIS-UNIT FUNCTIONALITY

At 1st level, your Aegis-Unit has basic functions you can utilize:

- **Slam Attack** Each of your Aegis-Unit's arms count as simple melee weapons while you aren't holding anything, or wielding a weapon or shield. You are proficient with attacks made with these weapons, and you add your Dexterity modifier to your Attack roll, and your Intelligence modifier to your Damage roll. Your Slam Attack deals 1d6 bludgeoning damage on a hit.
- **Arcane Barrier** Your Aegis-Unit is able to create a barrier of semisolid energy to protect the pilot from danger. As a bonus action, you can activate your Arcane barrier which lasts for 1 hour, until it is destroyed, or you dismiss it as a bonus action. This barrier has a number of hit points equal to your Intelligence modifier + 5 times your pilot level. Whenever you take damage that isn't psychic, your *Arcane Barrier* takes the damage instead. If this damage reduces the barrier to 0 hit points, you take any remaining damage. After using this ability, you must wait one minute before you may use it again. Once you have activated your barrier the number of times shown for your pilot level in the barrier activations column of the Pilot table, you must finish a long rest before you can activate your barrier again.
- **Pilot Authorization** No other creature, can pilot or equip your Aegis-Unit.

- **Titan Weapons** As part of a short or long rest, you can integrate weapons into your Aegis-Unit. Once integrated, the Aegis-Unit is considered wielding these weapons and is proficient with them. You can't be disarmed of an integrated weapon, or shield, unless you are incapacitated. Weapons wielded by your Aegis-Unit use your Dexterity modifier for their attack and damage rolls.
- **Inert State** Your Aegis-Unit is able to reduce its size and allow for easier transport and storage. As a bonus action, your Aegis-Unit transforms, greatly reducing in size, and entering an inert state. While transformed, your Aegis-Unit resembles an especially ornate version of the armor used to create it. A closer look reveals clear mechanical, and complex components. While your Aegis-Unit is transformed in this way, the Aegis-Unit behaves as if it were a regular suit of armor. Any systems, or augmentations you possess are unavailable to you, until you activate your Aegis-Unit. As a bonus action, you can activate your Aegis-Unit, if activated in this manor while the pilot is wearing the armor, it forms around you. You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you complete a long rest.

PILOT SAVE

Some of your Pilot features require your target to make a saving throw to resist the feature's effects. The saving throw DC is calculated as follows:

PILOT SAVE DC

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$$\text{Pilot save DC} = 8 + \text{your proficiency bonus} + \text{your Intelligence modifier}$$

DAILY MECH PAINTING

PROGV





AEGIS-UNIT AUGMENTATIONS

Your time spent adjusting your Aegis-Unit reveals long thought lost technology in the form of Aegis-Unit augmentations. At 2nd level, you gain two Aegis-Unit Augmentations of your choice. When you gain certain pilot levels, you gain additional augmentations of your choice, as shown in the Augmentations Known column of the pilot table. A level prerequisite refers to your level in this class.

Additionally, when you gain a level in this class, you can choose one of the augmentations you know and replace it with another augmentation that you could learn at that level. You can select the same augmentation no more than 3 times.

SIGNATURE WEAPON SYSTEM

At 2nd level, your continued mastery over your Aegis-Unit, allows you to activate and utilize your Aegis-Unit's Signature Weapon System. Your Signature Weapon System becomes more powerful as you gain levels as a Pilot, as shown in the Signature Weapon Dice column of the Pilot table. You can use your Signature Weapon System a number of times equal to your Intelligence modifier, and regain all expended uses when you complete a short or long rest. Whenever you gain a level in this class, you can replace your Signature Weapon System with another on this list. Choose one of the following options:

ARCANE MISSILE LAUNCHER

Your Aegis-Unit gains a powerful new weapon. You are proficient with attacks made from this weapon, and you use Dexterity for its attack rolls. As an action, you expel a tiny swarm of missiles at a creature up to 90 feet from you. On a hit, the target takes 1d4 piercing damage. Hit or miss, the missiles then explode. The target and each creature within 5 feet of the point where the missiles exploded must succeed on a Dexterity saving throw or take a number of d6's equal to your Signature Weapon Dice worth of thunder damage on a failed save, or half as much damage on a successful one.

ELDRITCH CANNON

Your Aegis-Unit gains a powerful new weapon, able to fire concentrated blasts of energy at enemies. You are proficient with attacks made from this weapon, and you use Dexterity for your attack rolls. It has a range of 60/100 feet. As an action, you generate a number of blasts equal to your Signature Weapon Dice. The blasts strike simultaneously, and you can direct them to hit one creature or several. Make a separate attack roll for each blast. On a hit, a blast deals 1d8 worth of Radiant damage.

GRAV-BUSTER

Your Aegis-Unit gains a powerful weapon, able to shoot a massive metal spike over large distances. You are proficient with attacks made from this weapon, and you use Dexterity for your attack and damage rolls. As an action, you can use your Grav-Buster to make a single ranged attack, with a range of 100/150 feet. On a hit, you deal a number of d10s equal to your Signature Weapon dice worth of Bludgeoning damage.

ADAMANTINE BLADE

Your Aegis-Unit gains a powerful melee weapon. You are proficient with attacks made from this weapon, it has the versatile and the Adamantine properties, and you use Dexterity for your attack and Intelligence for your damage rolls. On a hit, it deals 1d8 (2d6) Slashing Damage. Additionally, as an action, you can channel energy from your core to your Blade to make a single special melee attack, with a range of 5 feet. On a hit, you deal a number of D8's (2D6's) equal to your Signature Weapon dice worth of Lightning damage.

CALL SIGN

Pilots who wield a specific type of Aegis-Unit are known by their callsign. At 3rd level, choose your callsign, your options are detailed at the end of the class description. Your callsign grants you features at 3rd level and again at 7th, 10th, 14th, and 17th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

HAIR TRIGGER

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

BEAM WEAPONS

At 6th level, whenever you deal damage with your Aegis-Unit's Signature Weapon System, or a weapon wielded by your Aegis-Unit, it can deal your choice of Force damage or its normal damage type.

TACTICAL DRONE

Beginning at 6th level, when you complete a short or long rest, you can construct a small mechanical object. You choose one of: Marker drone, Medical Drone, or Shield Drone. As an action you can deploy your drone from your Aegis-Unit, it appears in an unoccupied space within 5 feet of you. You can call your drone for a number of minutes equal to your pilot level. After which it returns to your Aegis-Unit, to recharge. In combat, the drone shares your initiative count, but it takes its turn immediately before, or after yours (your choice). It can move and use its reaction on its own, but the only action it takes on its turn is the Dodge action, unless you take a bonus action on your turn to command it to take another action.

While your drone is within 100 feet of you, you can communicate with it telepathically. Additionally, as an action, you can see through your drone's eyes and hear what it hears until the start of your next turn. During this time, you are deaf and blind with regard to your own senses. As a bonus action, you can temporarily dismiss your drone. You can't have more than one drone at a time.

When your drone drops to 0 hit points, it ceases to function, and must create a new drone over a short or long rest. Once you call your drone, you can't do so again until you complete a short or long rest.

SATELLITE UPLINK

Beginning at 9th level, you've learned to construct, an orbital satellite. It flies far above you out of sight, and is untargetable. Your satellite affords you a number of benefits:

- **Communication Relay.** You can cast the *Sending* spell, a number of times equal to your Intelligence modifier, without consuming a spell slot.
- **Eye In The Sky.** You can cast the spell *Locate Creature*, a number of times equal to your Intelligence modifier, without consuming a spell slot.
- **Rain of Fire.** You can cast the spell *Flame Strike* once per long rest.

TACTICAL DRONE

Small construct

Armor Class 12 + Pilots Intelligence Modifier (Natural)

Hit Points Intelligence Modifier + (4x Pilot Level)

Speed 10 ft., fly 60ft, (hover).

STR	DEX	CON	INT	WIS	CHA
6 (-2)	16(+3)	10 (+0)	14 (+2)	12 (+1)	10 (+0)

Damage Immunities poison

Condition Immunities exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10 + 1 + (PB X 2)

Languages understands the languages you speak

Proficiency Bonus (PB) equals your bonus

Onboard Sensor Relay (All) The Tactical Drone has advantage on Wisdom (Perception) checks that rely on sight.

Target Acquired (Marker Drone Only) While your drone is active, you, and allies within 5 feet of your drone, gain a +2 bonus to attack rolls made with ranged weapons.

Healing Pulse (Medical Drone Only) Your drone generates a healing pulse, soothing allies. You, and allied creatures that start their turn within 5 feet of your drone, regain health points equal to your Intelligence modifier, as long as they have at least 1 HP remaining. Once you use this feature, you must finish a long rest before you can use it again.

Defend the Weak (Shield Drone Only) Your drone specializes in the defense and the protection of the pilot. While Summoned you, and allies within 5 feet of your drone have a +1 bonus to their AC.

ACTIONS

Pulse Turret (All) The Tactical Drone has a small turret it uses to protect the pilot. Ranged Weapon Attack: +3 to hit, range 60/240 ft., one target. Hit: 1d6 + 2 piercing damage.

Mark for Termination (Marker Drone Only) Your Marker Drone can use its action to probe a target for weaknesses. Choose a target within 60 feet of your drone, the next attack the pilot makes is done so with advantage.

Alternatively, your Marker Drone can use its action to cast Hunter's Mark, without consuming a spell slot. The drone can cast a leveled spell a number of times equal to your Intelligence modifier, and you regain all uses when you complete a long rest.

Mending Tendril (Medical Drone Only) Your Drone can use its action to cast the mending cantrip.

Alternatively, your Medical Drone can use its action to cast the cure wounds spell or aid spell, without consuming a spell slot. Intelligence is your spell casting modifier for the use of this ability. The drone can cast a leveled spell a number of times equal to your Intelligence modifier, and regains all expended uses when you complete a long rest.

REACTIONS

Mechanical Guardian (Shield Drone Only) Your Shield Drone can use its reaction, to protect you or your allies. When an allied creature within 10 feet of the drone is hit with an attack. Your Drone generates an invisible barrier of magical force to protect you or an ally. Until the start of target creatures' next turn, it has a bonus to its AC equal to your Intelligence modifier, including against the triggering attack. It can do so a number of times equal to your Intelligence modifier, and regains all expended uses when you complete a long rest.



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NEUTRINO CORE

At 11th level, your Aegis-Unit gets a new powersource, in the form of a Neutrino core. Your Neutrino core infuses your Aegis-Unit with additional power, improving its offensive capabilities, and allowing it to run longer before requiring refueling or recharging.

You gain the following abilities:

- Your Aegis-Unit can draw more power from its core, enabling a more powerful *Arcane Barrier*. Your *Arcane Barrier* can now be active a number of hours equal to your Intelligence modifier.
- When you successfully deal damage with an integrated weapon you're wielding, or an augmentation weapon system you possess, the target takes an extra 1d8 Radiant damage.
- You can push your energy reserves to the max, allowing you to get the most out of your critical systems. When you roll for initiative, and you have no more uses of your Signature Weapon System or an augmentation, you regain one use of either your Signature Weapon System or an augmentation (your choice). Once you use this feature, you must finish a short or long rest before you can use it again. Starting at 18th level, you can use it twice before a rest, but only once on the same turn.

JUMP DRIVE

Also at 11th level, your Aegis-Unit gains a new system called a Jump Drive. Your jump drive is a complicated piece of machinery that allows you to slow your fall, or greatly improve your mobility in small bursts. Your Jump Drive has Two charges, you can expend a charge to gain one of the following benefit each turn:

- **Titan Leap.** As a bonus action, the pilot can leap 30 feet into the air, and upto half your movement speed in any direction. This movement does not provoke attacks of opportunity. Upon landing, all creatures within 5 feet of the pilot must make a Dexterity saving throw. A creature takes 2D8 bludgeoning damage, on a failed save, or half as much damage on a successful one.
- **Landing Stabilizer.** You can use your reaction, when you fall, to reduce any falling damage you take by an amount equal to five times your pilot level.
- **Farstep.** You cast either the *Thunderstep spell*, or the *Jump spell*.

You regain all expended charges when you finish a short or long rest. At 15th level, your Jump Drive gains an additional charge.

EVASIVE MANEUVERS

Beginning at 13th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an Ice Storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

ONE WITH THE MACHINE

At 15th level, you can activate your Aegis-Unit's Arcane barrier as a reaction when you roll for initiative. Additionally, while piloting your Aegis-Unit, you can add your Intelligence modifier to your initiative roll.

EMERGENCY EJECTION

At 18th level, you learn to forcibly eject from your Aegis-Unit at the last moment. When you are reduced to 0 hit points but not killed outright, while piloting your Aegis-Unit, you can drop to 1 hit point instead. You are ejected 20 ft to an unoccupied space of your choice leaving the remnants of your Aegis-Unit behind. This movement does not provoke opportunity attacks.

Your Aegis-Unit explodes, and each creature within 15 feet of it must make a Dexterity saving throw. Alternatively, you can use your action while piloting your Aegis-Unit to overcharge your Aegis-Unit, forcing it to self-destruct. A creature takes 6d8 fire damage, and 6d8 force damage on a failure, or half as much on a successful save. Objects and structures in the area take triple damage.

This explosion does not destroy the Aegis-Unit permanently. Rather, its parts — left arm, left leg, right arm, right leg, lower torso, and upper torso drop from the sky in random places within 300 feet of the explosion, and must be collected. If brought within 5 feet of one another, the pieces reconnect and reform the Aegis-Unit, provided you have smith's tools in hand and remain within 10 feet of it for 8 hours, which you can take during a long rest.

ACE PILOT

Starting at 20th level, you achieve total mastery over your Aegis-Unit. Your Intelligence and Dexterity scores increase by 4. Your maximum for those scores is now 24.

CALLSIGN: HERACLES

These titans roam the battlefield using their heavier armor and shielding to protect their allies from harm. Not much can penetrate their sturdy defenses, and even less the impressive shields they carry.

HERACLES SYSTEM

Beginning at 3rd level, your Aegis-Unit is heavily modified and reinforced, in order to withstand heavier punishment. As a bonus action, which you can take while piloting your Aegis-Unit, you can activate your Heracles system, deploying a thick layer of additional armor and lock yourself in a defensive position. For the next minute you gain the following benefits:

Might of Heracles. You reduce bludgeoning, piercing, and slashing damage that you take by an amount equal to your proficiency bonus.

Challenge of Heracles. Your Aegis-Unit emits a distracting pulse, drawing attention to itself. A creature within 5 feet of you has disadvantage on attack rolls against targets other than you until while your Heracles system is active.

At 10th level, when you activate your Heracles system, you choose two additional damage types, you reduce damage that you take by an amount equal to your proficiency bonus of the selected damage types.

At 14th level, when you activate your Heracles system, you choose two additional damage types (4 total), you reduce damage that you take by an amount equal to twice your proficiency bonus of the selected damage types.

While your Heracles system is active, your speed is reduced by 10 feet and can't use your Signature Weapon System, or any augmentations you possess.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

TACTICAL MIGHT

Beginning at 3rd level, whenever you make a Charisma (Intimidation) check, you gain a bonus to the check equal to your Intelligence modifier. While piloting your Aegis-Unit you double your proficiency bonus for Intimidation checks.

GRAVITON SHIELD

At 7th level, whenever a creature you can see, declares an attack on a target other than you, that is within 10 feet of you; you can use your reaction to extend a protective energy shield and switch places with the creature. Your shield reduces the attack's effectiveness, and you become the new target of the attack. The target now makes the attack against your AC. On a hit, reduce the damage done by 1d10 + your Intelligence modifier + your proficiency bonus (to a minimum of 0 damage).

At 14th level, the damage reduced is instead calculated as: 1d10 + your Intelligence modifier + your Pilot level.

When you reduce damage in this way, you may also make an opportunity attack against the attacking creature, as long as they are within the range of your weapon, as part of the same reaction. You can use this feature a number of times equal to your proficiency bonus. You regain all uses when you complete a long rest. You can use this feature both inside and outside your Aegis-Unit.

CONCEPT ART
DARYL MANDRYK



DEFLECTOR SHIELD

Beginning at 10th level, you can repurpose the energies afforded to you from your Heracles system, into a more offensive mode allowing you to deflect incoming projectiles. When you deploy your Graviton shield, in response to a declared attack, you can add your proficiency bonus to your AC for that attack, potentially causing the attack to miss you.

If this would cause the attack to miss, choose another creature within 15 feet of you. If the original attack roll would hit the new target, the attacking creature rolls their damage dice as normal, against the new target. This attack deals additional damage equal to your pilot level + your Intelligence modifier, of the same type.

You can use this feature both inside and outside your Aegis-Unit.

UNSTOPPABLE

At 14th level, you can choose to become unstoppable when you activate your Heracles system. If you do so, for the next minute, you are immune to the frightened, paralyzed, and stunned conditions. If you are frightened, paralyzed, or stunned, you can still take your bonus action to activate your Heracles system and suspend the effects for the duration of the feature. After you use this feature, you can't move or take actions until after your next turn, as your Aegis-Unit cools in's taxed energy core.

HERACLES BURDEN

Also at 14th level, you make further adjustments to your Heracles combat system, allowing you to defend your allies more often. While your Heracles system is active, you gain an additional reaction at the start of each of your turns that can only be used to activate your Graviton Shield, Deflector Shield, and to make opportunity attacks.

KINETIC ABSORPTION ARMOR

At 17th level, your Heracles system improves further. While piloting your Aegis-Unit, when you take damage, as a result of the reaction you take while using your Graviton Shield or Deflector shield feature, your Aegis-Unit gets a charge. You can possess a maximum number of charges equal to your Intelligence modifier, and you lose all unspent charges when you complete a long rest.

Your charges can be expended in a number of ways:

- **Gama Shield:** When you take damage, you can use your reaction to make a Constitution saving throw with a DC equal to 15 or half the damage you take, whichever is greater. On a success, you take no damage. On a failure, you halve the damage taken instead. You can use this feature as part of the same reaction you use to use your Graviton or Deflector shield.
- **Counter Assault:** When you take damage, you can use your reaction to make an opportunity attack using your Signature Weapon system, or an Augmentation you possess, against an enemy within range. You can use this feature as part of the same reaction you use to use your Graviton or Deflector shield.

When you spend a charge, it is consumed and no longer available to you.

XV88, FIRE AT WILL!
ANDRIUS ANEZIN ART



ARTEMIS

Named for the weapon system their Aegis-Unit wields, and specializing in a brand of long ranged combat. An Artemis pilot is said to control large sections of the battlefield under their watchful eye.

ARTEMIS WEAPON SYSTEM

At 3rd level your Aegis-Unit is modified to incorporate a unique battle system, called Artemis, allowing you to strike brutally, from greater distance. While piloting your Aegis-Unit, on your turn, choose one of the following:

- **Tracker Round:** You gain a special, nonlethal attack you can make as a bonus action. You are proficient with it, and you add your intelligence modifier to its attack roll. It has a range of 300 feet, and a long range of 450 feet. On a hit, the tracker allows you to follow the target's movements, and grants you advantage on the first attack you make on each of your turns. This effect lasts a number of rounds equal to your intelligence modifier, or until the target creature, or an allied creature, uses their action to remove the tracker.
- **Charged shot:** As a bonus action, you send additional power to your weapon systems. The next damage roll on the current turn deals an extra 1d10 damage of the same type as your weapon. This damage increases to 2d10 at 10th level and 3d10 at 17th level. You can use this bonus action only if you haven't moved during this turn, and after you use the bonus action, your speed is 0 until the end of the current turn.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a short or long rest.

HUNTER STALKER

At 3rd level, you gain proficiency in Dexterity (Stealth), if you don't already have it. Additionally you gain a bonus to Dexterity (Stealth) checks equal to your Intelligence modifier.

EAGLE EYE

At 7th level, if you haven't moved, you gain the following benefits:

- When you make a ranged attack, its range is doubled.
- You ignore half cover and three-quarters cover.
- Long range does not impose disadvantage on ranged attacks.

You can use this feature both inside and outside your Aegis-Unit.

SUPPRESSING FIRE

Beginning at 10th level, you can suppress an area of the battlefield. As an action, choose a point at least 30 feet away from you, up to 100 feet from you. Targets within a 15-foot radius gain the following effects until the end of your next turn:

- Creatures of your choice, within the area, have disadvantage on attack rolls and Dexterity Saving Throws.
- Creatures of your choice, within the area, can only move at half speed, and cannot Dash.
- If a creature moves, takes an action within the area, or moves into the area for the first time; you can make an attack against them using an augmentation or an integrated weapon, as a reaction, as long as they are within range of the weapon.

You cannot take any bonus actions (if you have them), if you take this action. You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses when you complete a long rest.

RECONNAISSANCE

Starting at 14th level, you've learned that preparation prior to any significant action is vital to its success. When you spend at least 8 hours researching an area, questioning locals, or observing details of a location up to 5 square miles in size, you gain advantage on Dexterity (Stealth), Intelligence (Investigation) and Wisdom (Perception) checks while within the area. These benefits last an amount of days equal to your Intelligence modifier (minimum 1 day).

ONE SHOT, ONE KILL

Starting at 17th level, you have learned how to incapacitate your foe before it is even aware you exist. When you make a Ranged Weapon Attack, and while an enemy is under the effect of your tracker round, if you successfully deal damage to the creature, you can force it to make a Constitution saving throw. On a failure, if the creature has 100 hit points or fewer, it dies. Otherwise it takes an additional Number of D10's worth of Necrotic damage equal to your Intelligence + Dexterity modifier. On a successful save, target creature doesn't die, and instead takes half as much damage.

Once you use this feature, you can't do so again until you complete a long rest.

HADES

Call Sign Hades. Named for the god of death, not much is known about this elusive pilot. Probably because not many have been left to tell the tale after an encounter. What little is known, however, is this pilot likes to be as close to the action as possible, preferring a brutal close ranged style of combat. What is certain, if you do happen to see this pilot and its Aegis-Unit across the battlefield, you won't see them for long.

HADES WEAPON SYSTEM

Beginning at 3rd level, You are most comfortable in the chaos of battle, and make several modifications to your Aegis-Unit to accommodate. While piloting your Aegis-Unit, and when you successfully deal damage to an enemy within 10 feet of you, with a ranged weapon attack, you deal additional bonus damage equal to your proficiency bonus of the same type as the attack.

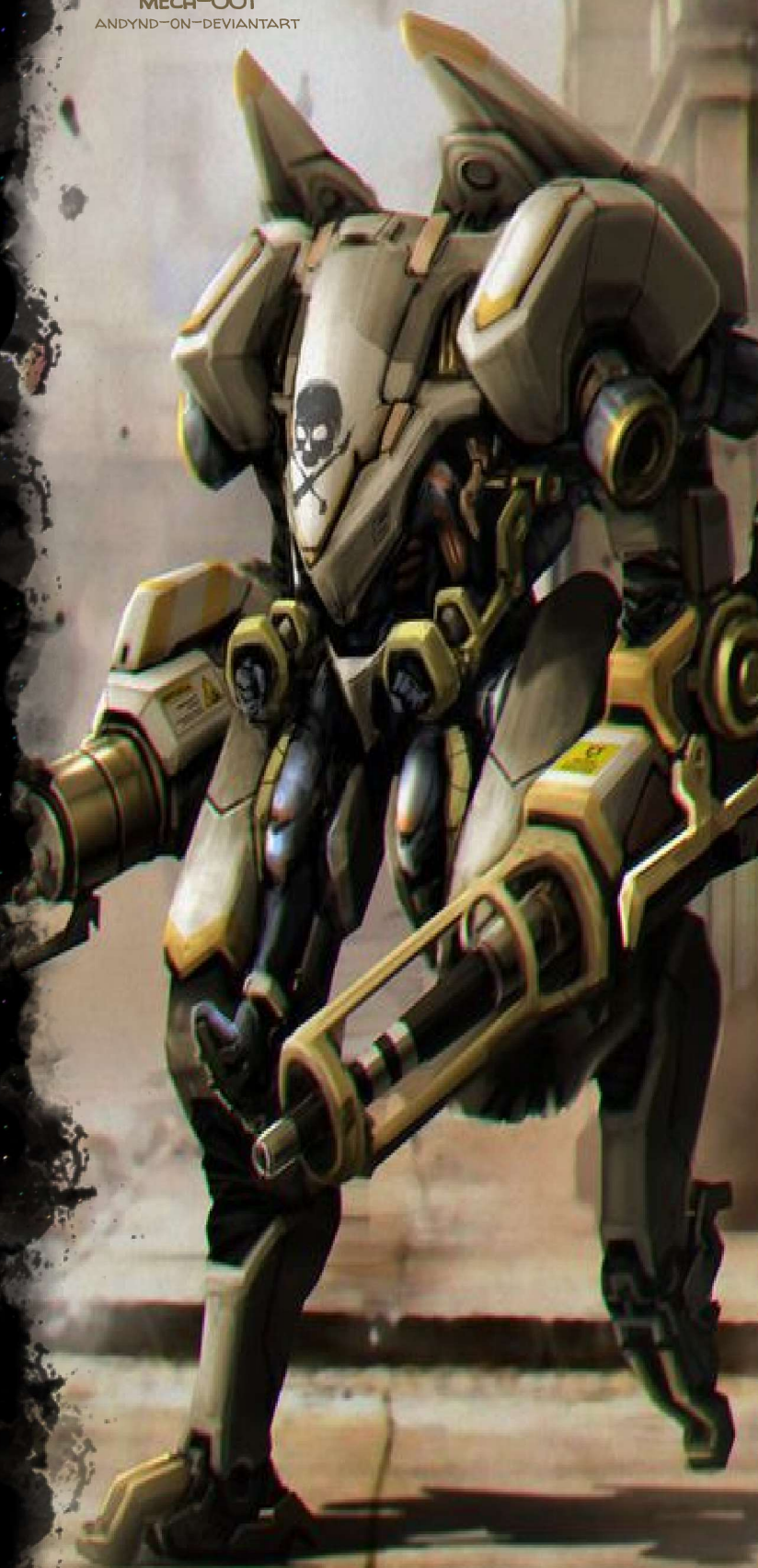
Additionally, you do not receive a penalty for ranged attacks made within 5 feet of an enemy.

At 10th level, if you deal damage to an enemy, within 10 feet of you, with a ranged weapon attack, you instead deal additional damage equal to twice your proficiency bonus. At 17th level you instead triple your proficiency bonus.

GUERRILLA FIGHTER

Starting at 3rd level, you gain proficiency with the Wisdom (survival) skill, and you can add your intelligence modifier to checks made using this skill. If you already have proficiency in this skill, your proficient bonus is instead doubled.

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OVERWATCH

Starting at 7th level, you have honed your instincts allowing an aggressive reaction against even the fastest threats. Whenever a creature you can see moves into a space within 10 feet of you, you may use your reaction to immediately make an attack against it using an augmentation weapon, or a weapon you are wielding. Once per round, you do not consume your reaction, when you use this feature. You cannot make an attack against the same creature more than once in a turn using this feature.

You can use this feature both inside and outside your Aegis-Unit.

BREACHER

At 10th level, when you make a weapon attack against an enemy within 10 feet of you, your weapon attacks score a critical hit on a roll of 19-20.

You can use this feature both inside and outside your Aegis-Unit.

FIRST THROUGH THE DOOR

By 14th level, you excel at leading ambushes and acting first in a fight.

You have advantage on initiative rolls. In addition, the first creature you hit during the first round of a combat becomes easier for you and others to strike; attack rolls against that target have advantage until the start of your next turn.

LAST HURRAH

Beginning at 17th level, your Aegis-Unit comes equipped with an injector, allowing you to fight longer and harder, allowing you to seemingly delay the inevitable. If you take damage that reduces your Aegis-Unit to 0 hit points, you can use your reaction to have your Aegis-Unit inject you with a special serum that allows you to delay falling unconscious and you can immediately take an extra turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.

Once you use this feature, you can't use it again until you finish a long rest.





HERMES

A Hermes pilot specializes in a different style of combat and their Aegis-Units are heavily modified as a result. Hermes pilots forgo traditional weapons in exchange for great feats of speed, and fierce melee prowess. Blink and you'll miss them, take your eyes off them for a second, and it may be the last thing you do.

HERMES PROPULSION SYSTEM

In battle, you fight with unmatched speed and swiftness, and your Aegis-Unit has been retrofitted with a special propulsion system to accommodate. At 3rd level, Your Aegis-Units walking speed increases by 10 feet. Your speed increases by 10 feet as you gain levels in this class. At 10th level (+20 Feet total), and at 17th level (30 feet total).

Additionally, you learn to use this speed as a powerful weapon. When you take the dash action on your turn, while piloting your Aegis-Unit, you gain the following benefits until the beginning of your next turn:

- You have advantage on Dexterity checks and Dexterity saving throws.
- You can make a melee weapon attack as a bonus action. You gain a bonus to the damage roll equal to your proficiency bonus. This damage is of the same type as damage done.
- You gain a bonus to your AC equal to half your proficiency bonus (rounded down).

At 10th level, you can instead make two melee attacks as part of this bonus action. At 17th level you instead make 3 attacks as part of this bonus action.

You can use this feature a number of times equal to your proficiency bonus, and you regain all expended uses of it when you finish a long rest.

ONE WITH THE WIND

Lastly, at 3rd level, you gain proficiency with the Dexterity (Acrobatics) skill, and you can add your intelligence modifier to checks made using this skill. If you already have proficiency in this skill, your proficiency bonus is instead doubled.

CATCH ME IF YOU CAN

At 7th level, you learn to further harness your incredible speed, and reflexes. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than you started. The first attack you make this round is made with advantage.

You can use this feature a number of times equal to your Intelligence modifier and you regain all expended uses when you complete a short or long rest.

You can use this feature both inside and outside your Aegis-Unit.

SPEED OF THOUGHT

At 10th level, your experience moving at such rapid speeds bestows you the ability to process a vast amount of information extremely quickly. During a long rest, choose two of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses either of the chosen proficiencies. You can change the selected skills each time you complete a long rest.

SWIFT AS LIGHTING

Starting at 14th level, you learn to trade accuracy for swift strikes. If you have advantage on an attack roll, you can forgo that advantage to instead make a special attack. As an action you can make a melee attack against any number of creatures within 5 feet of you. You make a separate attack roll for each target. You can use this feature both inside and outside your Aegis-Unit.

LIGHT SPEED

At 17 level, you've learned to push your Hermies Propulsion system to the max. You move so quickly that time seems to stop for everyone except you. While Piloting your Aegis-Unit, you can cast the time stop spell, once, without consuming a spell slot. You must complete a long rest before doing so again.

APOLLO

An Apollo pilot is often called in, when a siege absolutely has to succeed. These pilots blast through the battlefield leaving melted or fragmented carnage in their wake. Known for their signature munitions they carry, an Apollo pilot leaves an explosive mark on their foes.

APOLLO COMBAT MUNITIONS

At 3rd level, you develop unique explosive rounds for use in your Aegis-Unit. When you use the attack action to attack with a Signature Weapon, or a ranged *titan weapon*, you may replace one of your attacks with one of either a Helios Round, or Dragon Breath Round, detailed below.

- **Helios Round.** You may replace one of your attacks with a Helios Round. When you do so, choose a location within the normal range of your weapon. All creatures within 5 feet of that point must make a Dexterity saving throw. On a failed save, a creature takes the damage of the Weapon used but the damage type is replaced by thunder. On a successful save, a creature takes half the thunder damage.
- **Dragon Breath Round.** You may replace one of your attacks with a dragon's breath round. When you do so, you shoot a 15 foot cone of fire, originating from yourself. All creatures in the cone must make a Dexterity saving throw. On a failed save, a creature takes the normal damage of the weapon used but the damage type is replaced by fire. On a successful save, a creature only takes half damage the fire damage. The fire ignites any flammable objects in the area that aren't being worn or carried.

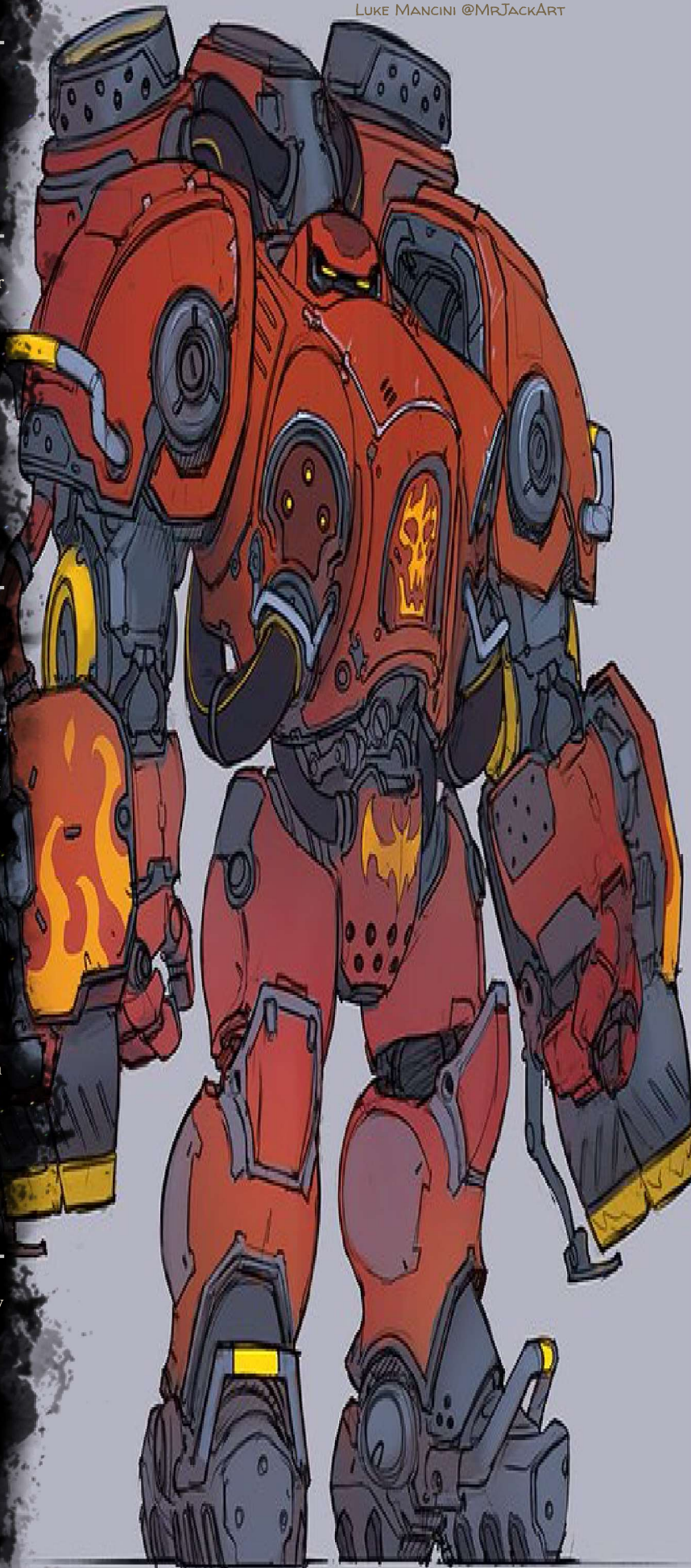
You have a number of Combat munitions rounds equal to your proficiency bonus. Each time you use this feature, you must expend one Combat munitions round. You regain all expended rounds after completing a short or long rest.

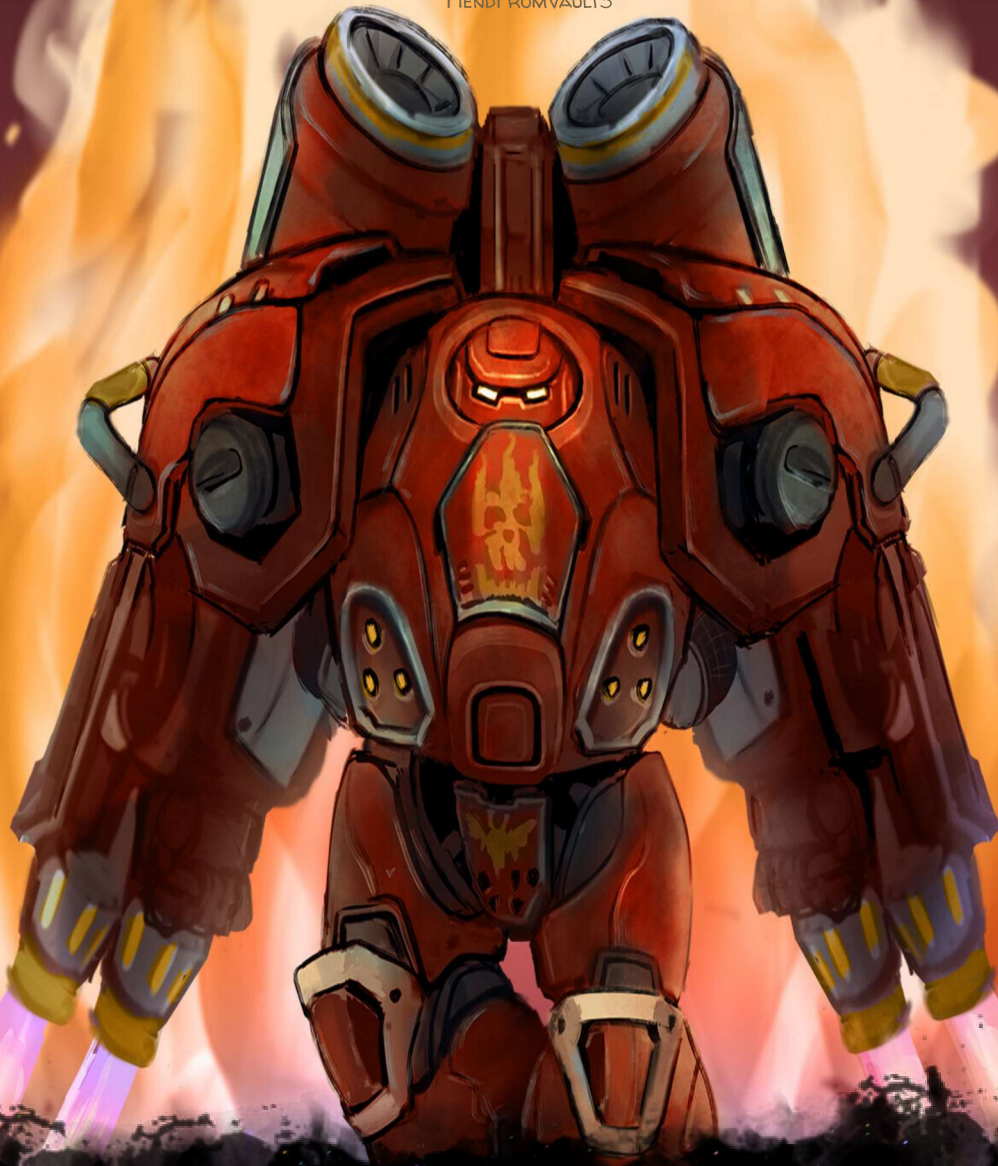
SIEGE EXPERT

Beginning at 3rd level, you know the best way to bring down structures and blast open walls and doors. You automatically know certain statistics of objects you can see, including their hit points as well as any damage thresholds, resistances, or immunities they might have.

Additionally, your weapon attacks gain the siege property (your attacks deal double damage to objects and structures). You can use this feature both in and outside your Aegis-Unit.

At your DM's discretion, this feature may not apply to especially rare or magical materials before you have experience with them.





MUNITIONS EXPERT

By 7th level, you have a greater understanding of the chemical reaction required to create your combat munitions, granting you the following benefits:

- When you use a combat munitions round, you may ignore resistance to fire or thunder damage.
- You gain resistance to fire, and thunder damage.
- Whenever you roll fire or thunder damage on your turn, as a result of your combat munitions feature, or an augmentation you possess, the roll gains a bonus equal to your Intelligence modifier of the same type.

BLAST AREA

At 10th level, you learn to make the most of your Combat munitions rounds. When you use the Combat munitions round feature, you may increase the blast radius of your Helios round, or the range of your Dragon Breath cone by 5 feet x your Intelligence modifier, to a maximum of 20 feet. In addition, when you use the Combat munitions round round feature, you may choose to knock prone all creatures in the affected area that fail the dexterity saving throw.

CLEANSING FLAMES

At 14th level, you modify your Aegis-Unit to better weather the conditions you often find yourself in. While piloting your Aegis-Unit, and you are subjected to fire damage, you can use your reaction to absorb that damage, and reduce it 0, and gain one of the following effects:

- **Blessing of Apollo.** Your *Arcane Barrier* regains a number of hit points equal to the fire damage dealt, provided it has at least 1 hit point remaining.
- **Wrath of Apollo.** You absorb the incoming fire damage and release it on your next attack. The next attack you make with a Titan Weapon, or an Augmentation weapon system you possess deals additional fire damage equal to the absorbed damage.

Once you use this feature, you can't do so again until you complete a short or long rest. At 17th level, you can use this feature twice.

BARRAGE

Starting at 17th level, you are able to unleash a barrage of explosive rounds at your enemies, causing chaos on the battlefield. You rain fire and destruction as far as the eye can see. You can cast the *Firesstorm* spell once, without consuming a spell slot. You must complete a long rest before doing so again.

AEGIS-UNIT AUGMENTATIONS:

If an augmentation has prerequisites, you must meet them to learn it. You can learn the augmentation at the same time that you meet its prerequisites. A level prerequisite refers to your level in this class.

ACTIVE CAMOUFLAGE

Prerequisite: Level 5

Your Aegis-Unit gains the ability to mirror its surrounding environment, making itself more difficult to see. You can activate this augmentation as a bonus action on your turn. For the next minute: Your Aegis-Unit no longer imposes disadvantage on Dexterity (Stealth) checks, and Wisdom (Perception) checks to find you that rely on sight are made with disadvantage.

Additionally, you can take the Disengage or Hide action as a bonus action on your turn. You can activate this augmentation a number of times equal to your intelligence modifier, and regain all expended uses when you complete a long rest.

ANTI-MAG SERVOS

Your Aegis-Unit gains an additional 10 ft movement, and you are unaffected by difficult terrain.

Additionally, you can use your Dexterity modifier in place of your Strength Modifier when you calculate jump height and distance.

ARCANE DISRUPTOR

Prerequisite: 4th level, *Adamantine Blade*

When you hit a creature with your *adamantine blade*, it can't take reactions until the start of its next turn. Additionally, if the creature is concentrating on a spell, it has disadvantage on the saving throw it makes to maintain its concentration.

ARCANE GATLING GUN

Prerequisite: 3rd level

You gain a new weapon system capable of expelling arcane energy darts. You can cast the spell *Magic Missile*, without consuming a spell slot. You can do so a number of times equal to your intelligence modifier. You regain all expended uses of this feature when you complete a short or long rest. You can select this augmentation multiple times. For each selection, you create one more dart.

ARCANE SHIELDING

Prerequisite: 15th level

You enhance your Aegis-Unit to provide more protection against arcane energies. While your Arcane Barrier is active, you have advantage on saving throws against spells, and other magical effects. Furthermore you have resistance against the damage of spells.

ALTERNATE FIRING MODE

Prerequisite: 11th Level

Your Signature Weapon System gains an alternative firing mode. Your alternate firing mode consumes a use of your Signature Weapon System.

Tactical Nuke

Prerequisite: *Arcane Missile Launcher Signature Weapon System*

Your *Arcane Missile Launcher* gains a new mode of attack. As an action, you expel a swarm of missiles charged with arcane energies to a point within 90 feet. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. Roll a number of d8's equal to your Signature Weapon Dice. A target takes the result in thunder damage on a failed save, or half as much damage on a successful one, dealing double damage to objects and structures.

You can use this firing mode once and you regain all expended uses of this feature when you complete a short or long rest. At 17th level, you can use this firing mode twice.

Eldritch Shotgun

Prerequisite: *Eldritch Cannon Signature Weapon System*

Your *Eldritch Cannon* gains a new special mode of attack. As an action, you fire a dispersed scatter of eldritch bolts in a 30-foot cone. Each creature in that area must make a dexterity saving throw. On a failure, target creature takes (2d4 + your Dexterity modifier) x your Signature Weapon Dice worth of force damage, or half as much on a successful save.

Creatures within 5 feet of you make this dexterity saving throw with disadvantage. You can use this firing mode once, and you regain all expended uses of this feature when you complete a short or long rest. At 17th level, you can use this firing mode twice.

Full Metal Slug

Prerequisite: *Grav-Buster Signature Weapon System*

Your *Grav-Buster* gains a new special mode of attack. As an action, you launch a supercharged slug at hyper speed that devastates anything in its path. The slug travels in a 90-foot line that is 5 feet wide. Each creature in that line must make a dexterity saving throw. On a failure roll a number of d10s equal to your Signature Weapon Dice, target creature takes piercing damage equal to the result, or half as much damage on a successful save.

You can use this firing mode once, and you regain all expended uses of this feature when you complete a short or long rest. At 17th level, you can use this firing mode twice.

BEAM SABER

Prerequisite: 5th level

You convert a melee *titan weapon* you wield using beam technology. As a bonus action you cause the weapon to erupt with radiant energy. For up to 1 minute, It deals 2d8 radiant damage on a hit. You can use this augmentation up to 3 times, and regain all expended uses when you complete a short or long rest. This damage increases to 3d8 when you reach 15th level in this class.

BEAM ME UP

Prerequisite: 15th level

Your *Orbital Satellite* gains a new function. You use this augmentation to cast the *Teleport* spell. Once you cast this spell with this augmentation, you can't cast that spell with it again until you finish a long rest.

CLIMBER

Your Aegis-Unit gains a climb speed equal to its movement speed.

CLOAKING DEVICE

Prerequisite: 7th Level

You install arcane camouflaging technology, allowing you to briefly hide your presence. You can use this device to cast invisibility on yourself or your Aegis-Unit. Once you cast this spell with this augmentation, you can't cast that spell with it again until you finish a long rest.

COUNTERMEASURES

Prerequisite: 5th Level

When an enemy hits you with a ranged attack, or spell, that you can see, and is from at least 15 feet away, you can use your reaction to release small drones from your Aegis-Unit that attempt to intercept and disrupt the attack. Roll 1d4, and add the result to your AC for that attack, possibly causing the attack to miss you.

You can use this feature a number of times equal to your intelligence modifier. You regain all uses when you complete a long rest. This augmentation can be selected multiple times. Each time you select this augmentation, the dice size increases; from 1d4 to 1d6, from 1d6 to 1d8, etc.

CONCUSSIVE MUNITIONS

Prerequisite: 4th Level, Grav-Buster Signature Weapon System.

When you successfully deal damage with your Grav-Buster, target creature immediately takes a Strength saving throw. On a failure, it's knocked prone.

CRYO CANNON

Prerequisite: 11th level

Your Aegis-Unit gains a powerful new titan weapon. You fire a concentrated blast of pure cold energy. You are proficient with attacks made from this weapon, and you use Dexterity for your attack rolls. As an action, you can use your Cryo Cannon to make a single ranged attack, with a range of 90 feet. On a hit, target creature must succeed a constitution saving throw. On a failure the creature takes 2d10 Cold damage, and its speed is halved, on its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn. On a success, the creature takes half as much damage, and receives no other effects. You can use this augmentation once, and you regain all expended uses when you complete a short or long rest.

DISINTEGRATION BUSTER

Prerequisite: 15th level

You arm yourself with a powerful augmentation that unleashes a destructive beam of energy annihilating everything in its path. You can use this augmentation to cast the *Disintegrate* spell. Once you cast this spell with this augmentation, you can't cast that spell with it again until you finish a long rest.

ENHANCED OPTICS

Prerequisite: 7th level

As an action, you gain the ability to see through solid objects to a range of 30 feet. Within that range, you have darkvision if you don't already have it. This special sight lasts for 1 minute or until your concentration ends (as if you were concentrating on a spell). During that time, you perceive objects as ghostly, transparent images. Once you use this augmentation, you can't use it again until you finish a short or long rest.



FLIGHT

Prerequisite: 11th level

Your Aegis-Unit gains a flying speed equal to its walking speed, and can hover. You can fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land.

FIRE SPITTER

As an action, you emit a burst of fire from a contraption on your arm, striking all enemies within a 10 foot cone. An affected creature must succeed on a Dexterity saving throw or take 2d8 fire damage, taking half damage on a successful save. You can take this augmentation multiple times, each time you do so the damage increases by 1d8, and the cone increases by 5 feet. You can use this augmentation a number of times equal to your Intelligence modifier. You regain all expended uses when you complete a long rest.

FOCUSING CRYSTAL

Prerequisite: 4th Level, Arcane Cannon Signature Weapon System.

When you use your Arcane Cannon, you add your Intelligence modifier to the damage it does on a hit.

GHOST IN THE MACHINE

Your Aegis-Unit is retrofitted to allow it to be more responsive, and allow the pilot greater control. Your Aegis-Units walking speed increases by 5 feet. Additionally your AC is calculated as 10 + your Dexterity modifier + your Intelligence modifier.

GRAV CANNON

Prerequisite: 7th level You gain a special *titan weapon* designed to slow enemies, and hamper movement. As an action, your Grav Cannon fires a small orb that pulses with arcane energy. It has a range of 30 feet, and it ignores cover. Creatures of your choice, within a 15 foot radius of the orb must make a Dexterity saving throw. On a failed save, the target is pulled 5 feet towards the projectile and has all of its movement speeds dropped to 0 until the start of your next turn. You can use this Augmentation twice. After which you must complete a short or long rest before using it again.

HEADS UP DISPLAY

While piloting your Aegis-Unit you have darkvision with a range of 90 feet.

OMNI CANNON

Prerequisite: 9th level

You develop a method of diverting power from the generator that powers your Arcane Barrier, channeling it into a more offensive capacity. While your Arcane Barrier is active, you can fire an immense burst of destructive force in a 60-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw, taking 6d6 force damage on a failed save, or half as much damage on a successful one.

Once you use this ability your arcane barrier immediately deactivates, and is unavailable to you until after your next turn, as the your Arcane Barrier generator needs to cooldown, and must recharge. At 15th level the line improves to 90 feet, and you deal an additional 4D6 force damage.

Once you use this ability, you cannot do so again until you complete a long rest.

ONBOARD AI

Prerequisite: 11th level

Your onboard AI can assist you in times of great danger. You can reroll a saving throw that you fail. If you do so, you must use the new roll. You can use this Augmentation once, and can't do so again until you complete a long rest. At 15th level you can use this feature twice.

OVERCLOCKED NEUTRINO CORE

Prerequisite 11th level

While piloting your Aegis-Unit, you may choose to overclock its Neutrino core, as a bonus action, speeding up its combat abilities for a limited time. You gain the effect of the haste spell while piloting your Aegis-Unit. It lasts for a number of rounds equal to your Intelligence modifier. After you use this feature, your Aegis-Unit can't move or take actions until after its next turn, as it cools down its body from overworking itself. Once you use this augmentation, you can't do so again until you complete a long rest.

PARTICLE BARRIER

Prerequisite: 15th level

You can activate a protective bubble of force that protects you and your Aegis-Unit from harm. You can cast *Globe of Invulnerability* on yourself. Once you cast this spell with this augmentation, you can't cast that spell with it again until you finish a long rest.

PLASMA RIFLE

You gain a special *titan weapon*, in the form of a powerful rifle. Your rifle has two firing modes, single fire, and burst fire. You are proficient with this weapon, and you add your Dexterity for its attack and Intelligence for its damage rolls. It has the recharging and versatile properties.

Alternatively, you can use its burst fire mode. As an action you can spray a 10-foot-cube area within normal range with shots. Each creature in the area must succeed on a Dexterity saving throw or take the weapon's normal damage. After you take this action you must recharge before using your rifle again. Your Plasma rifle creates its own ammunition, needing only to recharge.

Recharging. This weapon can make up to 3 attacks before needing to recharge. You recharge this weapon as a bonus action on your turn. Recharging occurs automatically when the wielder spends a turn without attacking with this weapon. Your rifle is a ranged weapon. It has a range of 60 feet, and a long range of 100 feet, and can be used with the attack action. On a hit, the target takes 1d8 (2d6) fire damage.

POWER FIST

Prerequisite: 5th level

Your Aegis-Unit's slam attack gains a ranged function. It has a normal range of 60 feet and no long range. It returns to your Aegis-Unit immediately after it is used to make a ranged attack.

Additionally, you can cast the *Arcane Weapon* spell without consuming a spell slot. You can do so a number of times equal to your intelligence modifier, and regain all expended uses when you complete a long rest.

QUADRUPED

Your Aegis-Unit gains an additional set of legs and feet, allowing it to move quicker and with ease. Your Aegis-Unit's base walking speed increases by 10 feet, and it has advantage on saving throws and checks against being knocked prone.

REINFORCED PLATING

Prerequisite: 5th level

Your Aegis-Unit gains a +1 bonus to Armor Class. This bonus increases to +2 when you reach 15th level in this class.

REINFORCED SUPERSTRUCTURE

Prerequisite: 11th Level

Your Aegis-Units size becomes Huge, and you deal 2d4 additional damage with *Titan Weapons*.

SEALED COCKPIT

Prerequisite: 7th level

As a bonus action, on your turn, you can seal your Aegis-Unit. Your Aegis-Unit creates an airtight seal, providing a secure environment for the pilot. You have an air supply for up to for a number of hours equal to your Intelligence modifier, and during this time you are immune to poison,(but not cured of existing poisoned conditions), and other harmful gasses. In addition you are also considered acclimated to cold and hot climates while piloting your Aegis-Unit, as well as high altitudes.

SMART MISSILE

Prerequisite: 4th Level, *Arcane Missile Launcher Signature Weapon System*.

When you roll a 1 or 2 on a damage die for an attack you make with your Arcane Missile Launcher, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

TARGETING ARRAY

You scan a target within 120 feet of your Aegis-Unit as a bonus action, probing its defenses for any weakness. Choose one of the following:

- Choose a number of creatures, equal to your proficiency bonus. Those creatures must make an Intelligence saving throw. On a failure, you learn the target's AC, Challenge rating, and highest ability score.
- The next attack you make, against a creature you've scanned, you can choose to take a penalty to your attack roll equal to your proficiency bonus. On a hit, you deal additional damage against the marked target equal to twice your proficiency bonus. This damage is of the same type as the attack you make.

TASER CLAW

Your Aegis-Units fist strikes out at one creature of your choice that you can see within 15 feet of you. The target must succeed on a Strength saving throw or be pulled up to 10 feet in a straight line toward you and inflict 1d8 lightning damage if it is within 5 feet of you. The target is grappled (escape dc equal to your Pilot Save DC) Until this grapple ends, the target is restrained, and the Aegis-Unit can't grapple another target.

TESLA CANNON

Prerequisite: 5th Level

Your Aegis-Unit gains a new *titan weapon*. As an action, you can force all creatures within a 15 foot cone to make a Dexterity saving throw. On a failed save, a creature takes 2d8 + your Intelligence modifier worth of Lightning damage. This weapon has the *recharging* trait.

Recharging. This weapon can make up to 3 attacks before needing to recharge. You recharge this weapon as a bonus action on your turn. Recharging occurs automatically when the wielder spends a turn without attacking with this weapon.

THRUSTERS

Prerequisite: 5th Level

Your Aegis-Unit gains powerful thrusters, allowing you to move great distances rapidly. When you take the Dash Action, you can move to a target location you can see, up to (2 + your Intelligence modifier) x 10 ft away. If you move through another creature or object's space, target creature must make a Dexterity saving throw. On a failure, the creature takes 1d10 + your Intelligence modifier worth of force damage.

You can use your thrusters once per short rest. The number of uses increases by one at levels 10 and 15.

TITAN SLAYER

Prerequisite: 11th level, *Adamantine Blade*

You learn an alternate way to use your Adamantine Blade in combat. You draw in energy from your core, and release empowering a special attack. As an action, each creature within a 20 foot cone must make a Dexterity Saving. On a failure, they take Lightning damage equal to your Signature Weapon dice, or half as much on a successful save. At 11th level, you can make this special attack once, and regain all expended uses when you complete a short or long rest. At 17th level, you can use this special attack twice.

UNIVERSAL TRANSLATOR

So long as you're able to listen to a creature speak for one minute, you can cast the comprehend languages spell, at will, without consuming a spell slot, and without the need of material components.

VEHICLE MODE

Prerequisite: 7th level

You modify your Aegis-Unit to provide an alternate form of locomotion. When you would make your Aegis-Unit inert, you can instead, as an action, have it assume the form of a vehicle. While in this form the following rules apply:

- Entering, or exiting the vehicle costs 5 feet of movement.
- Your Signature Weapon system, and any augmentations you possess are unavailable to you, as the Aegis-Unit is inert.
- You maintain any movement speeds the Aegis-Unit possesses, as well as its armor class.
- For the duration, your Aegis-Unit counts as a vehicle. You can transform your Aegis-Unit to its fully powered status, as an action.
- While your Aegis-Unit is transformed in this manner, you count as piloting your Aegis-Unit, for the purpose of subclass abilities.
- While your Aegis-Unit is transformed in this manner, it can be crewed, and have a number of medium or smaller passengers equal to your intelligence modifier. Crewed passengers cannot be targeted, and can take no actions of their own.

At 11th level, while your Aegis-Unit is in its vehicle form, you have access to 1 augmentation of your choice. At 15th level, you can select an additional augmentation system (2 total), at 20th level, you can select an additional augmentation system (3 total). Additionally, you can now use your Signature Weapon System in this mode.

THE PILOT

Create your own character and enter a realm of endless possibilities... Are you a pilot from a strange land, marooned here fighting to get back to a far away homeland? Did you uncover some strange technology so advanced it seems as if it's magical?

Roam the lands with your trusty Aegis-Unit, a modular, customizable class allowing you to create the mech of your dreams.

I hope you all enjoy this class as much as I've enjoyed creating it. I look forward to your feedback, and your partnership in making this the best it can be!

Cheers!

For use with D&D 5e fantasy roleplaying ruleset.

FULL STEAM AHEAD – CREATE
Antonio Caparo



